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JUNE 1996

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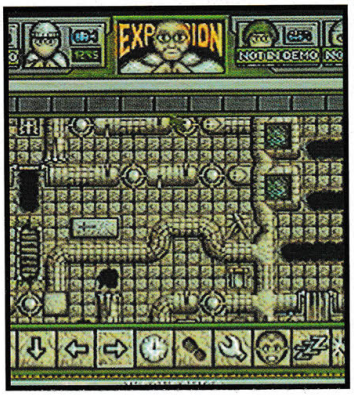

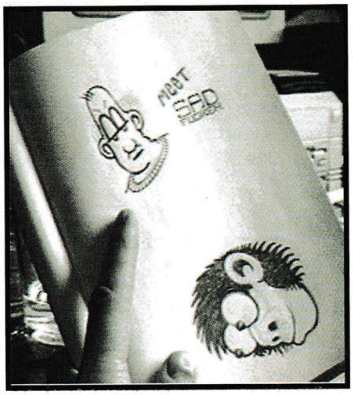

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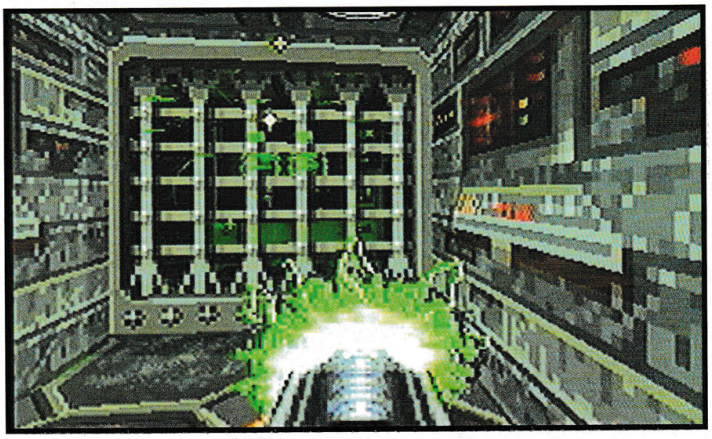

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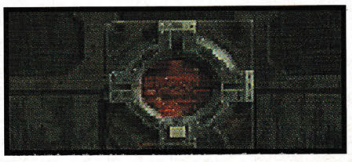

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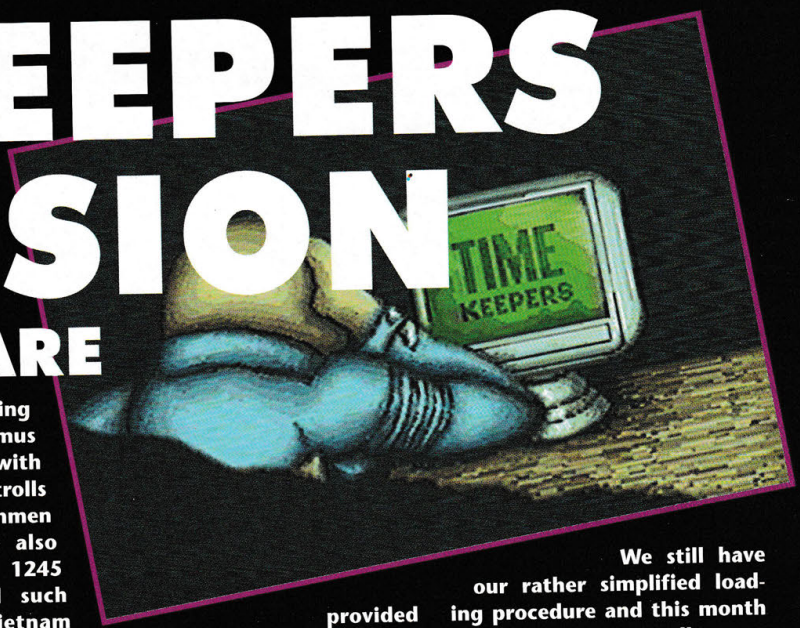
BOOT SECTOR

TIMEKEEPERS EXPANSION

VULCAN SOFTWARE

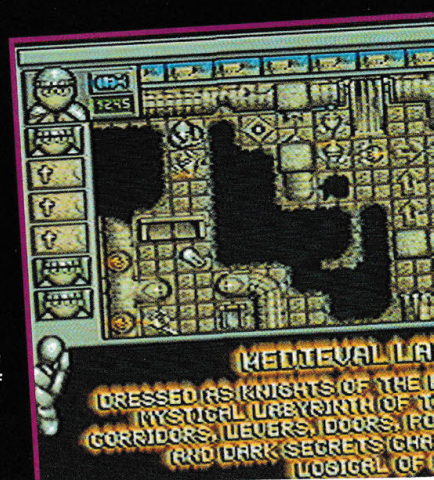


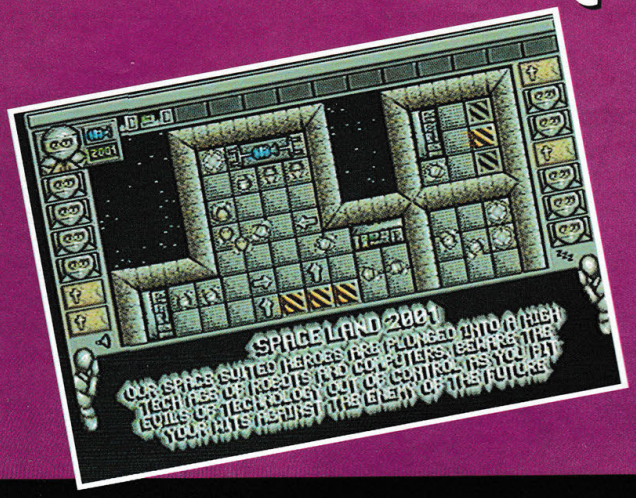
Later in this magazine you will find the full review of the Timekeepers expansion desk. Now though you are going to get the chance to actually play the game as we have three levels on our demo disc. As you probably know, Timekeepers is set in three time zones. All of them are very interesting places, there is hieronymus land, (2 million BC) with such lovelies as eagle trolls and the fearsome greenmen of shoutsville, there's also medieval land set in 1245 with portcullises and such likes. Then there's Vietnam land with mines, helicopters and who knows what else and finally space land set in 2001. The original game provided us with sixty levels, now the expansion disc has a further sixty levels that are a great deal more challenging! This demo is set in Medieval land. You must take your platoon of 14 men back in time to get through three very very difficult levels. Hopefully this should demonstrate to you just how difficult this expansion disc is, you will also find an offer next to the review where you can buy the original game and the new expansion disc. Oh by the way, all the screen shots are from the demo disc though some of them are not from playable parts of the game.

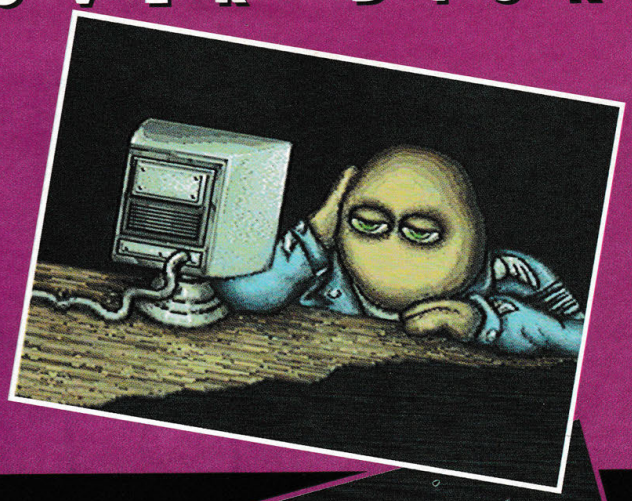
HIERONYMUS LAND 2MBC
ANCIENT MYTHOLOGICAL HERITAGE, RULED BY SOARING
EAGLE TROLLS AND THE FEARSOME GREENMEN OF
SHOUTSVILLE. YOUR PLATOON WILL PROVE WORTHY
IF THEY SURVIVE THE NATURAL VIOLENCE OF
THIS YOUNG WORLD

LOADING

We still have our rather simplified loading procedure and this month as we have the game all on one disk it's even easier, no insert disk two prompts to follow. All you have to do is stick the disk in it's slot and then it'll simply work. Easy isn't it? The Timekeepers expansion demo







is self booting on all Amigas and it's hard drive installable by dragging the three icons any where on your drive.

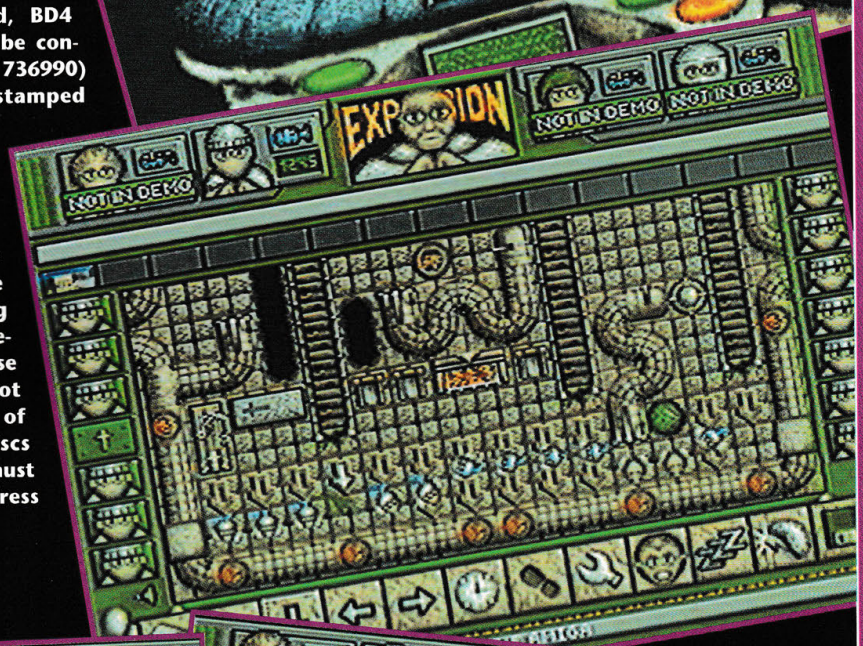
CONDITIONS

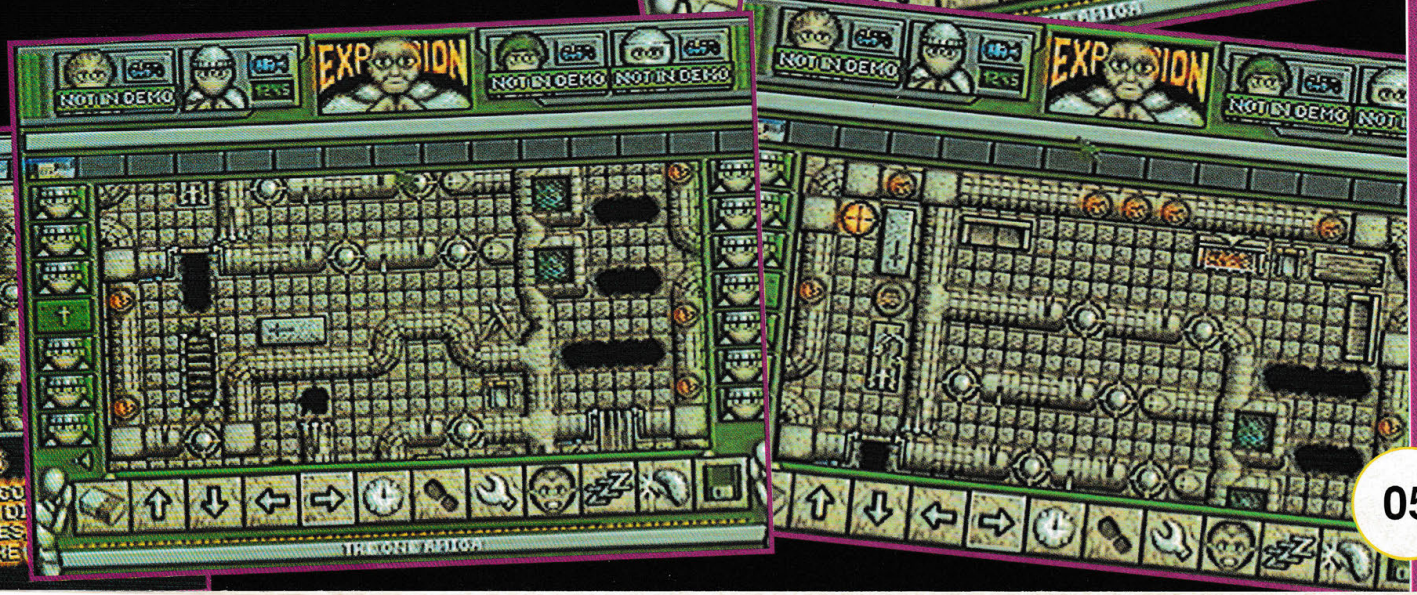
During the production of our cover disc, we constantly check to ensure that the quality of the disc meets our readers requirements. Whilst discs are checked for virus's, may we point out it is the readers responsibility to virus test the product prior to installation. Similarly prior to instalment, you should check the shutter of the disc, to ensure that it has not been damaged in transit. This is best done by gently sliding the shutter to the left and allowing it to spring back. Please note that neither The One Amiga nor Maverick Magazines can be deemed liable for any problem arising from the use of the discs. Installation or running any of the programmes on the disc indicates your agreement to this condition.

TECHNICAL SUPPORT

Problems installing the game? Then ring our technical support line on 0891 715929 (weekdays 10am - 12.30pm, 1.30pm - 4.30pm) who may be able to offer useful installation advice. Calls are charged at 39p per minute cheap rate and 49p at all other times. Please ensure you have the permission of the phone owner before making the call.

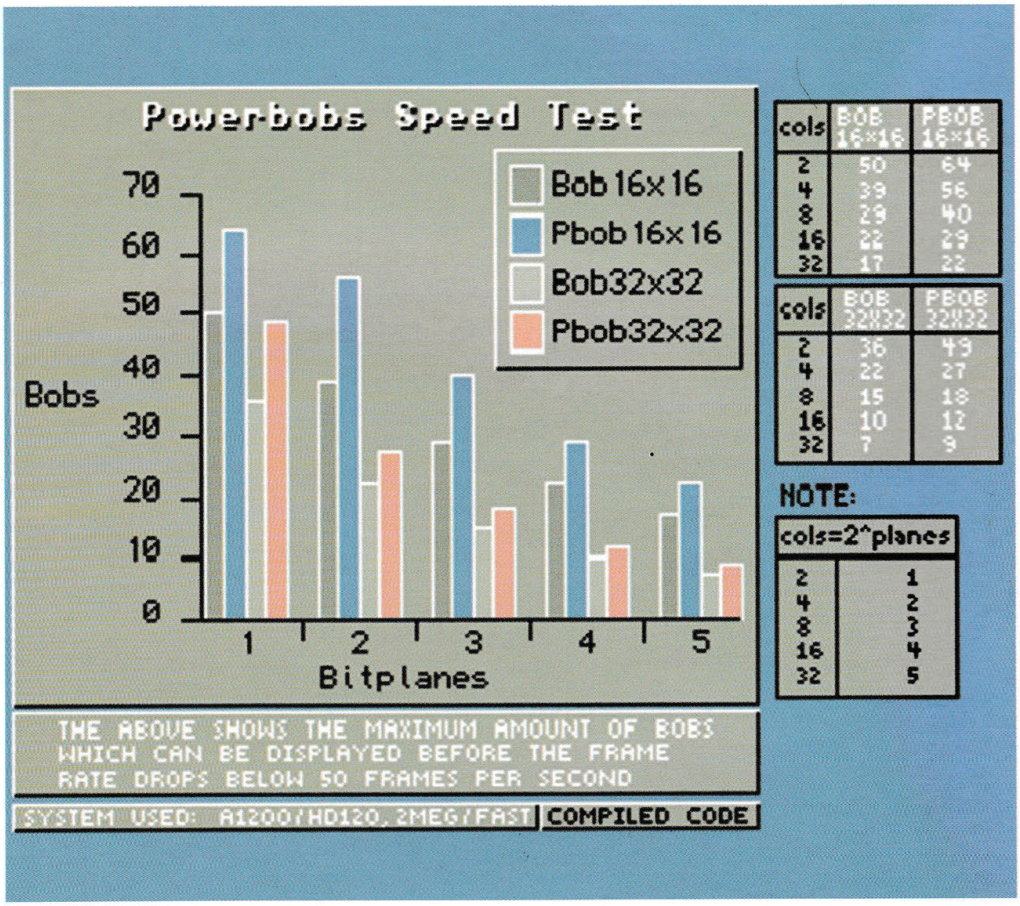
In the unlikely event your disc is damaged or simply doesn't run please return it to the duplicator, Tib Plc, Tib House, 11 Edward Street, Bradford, BD4 7BH. (who may be contacted on 01274 736990) with a stamped addressed envelope and two 25p stamps. Where it is a duplication fault, the postage will be returned along with the replacement disc. Please note we do not carry stocks of replacement discs and all returns must go to the address above.





PD ZONE

AMOS TUTORIAL



cols	BOB 16x16	PBOB 16x16
2	50	64
4	39	56
8	29	40
16	22	29
32	17	22

cols	BOB 32W32	PBOB 32W32
2	36	49
4	22	27
8	15	18
16	10	12
32	7	9

NOTE:

cols=2^planes	
2	1
4	2
8	3
16	4
32	5

A review of Powerbobs?. Some of you may be thinking "I thought you SOMA guys were supposed to be writing tutorials on how to write smooth, professional quality AMOS games."

Hmmm, but in order to have the best possible end product, you have to have the best possible tools for the job. After all, you don't see Steve Davis playing snooker with a sub-standard cue, do you?. The same is true of any person who aims to be top of their profession.

It's with this in mind, that we will review any developments regarding AMOS, if and when they arise. Ask any advanced AMOS programmer which extension AMOS lacks, and they will tell you, "AMOS bobs are too slow, we want faster bobs."

Well now you've got them and a lot more besides, courtesy of Manuel Andre, and his Powerbobs extension. Those of you who are regular AMOS users will immediately recognize the name Manuel Andre. You will also be aware of his reputation for delivering high speed, quality AMOS extensions such as the TURBO PLUS extension. So, after such a grand build up, the big question is, how good is Powerbobs?.....answer: It's not very good at all, it's flaming brilliant. Powerbobs, with the possible exception of AGA, is the extension all serious AMOS users have been crying out for.

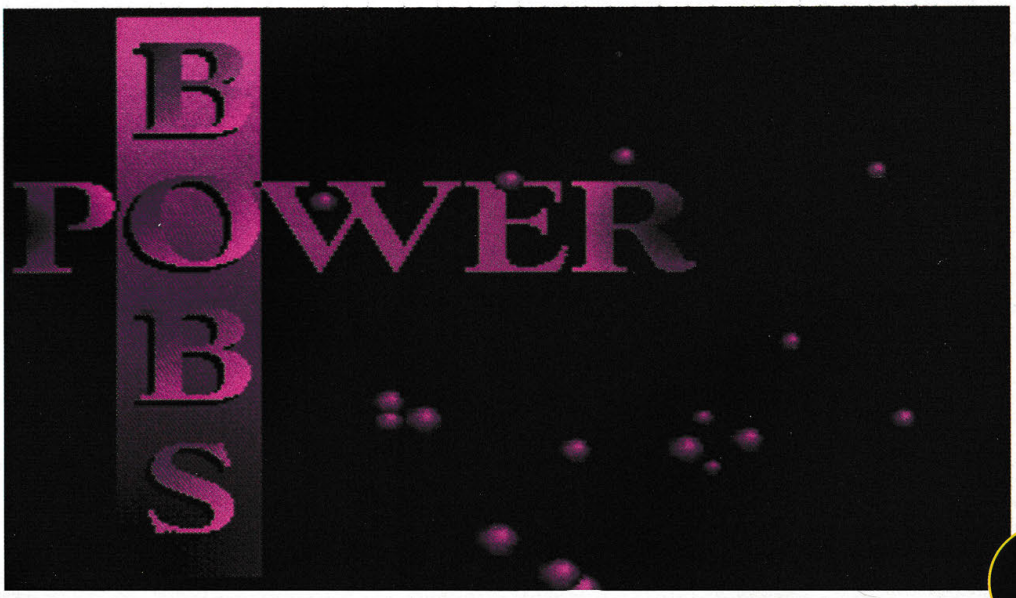
It contains improved; Bob drawing, Sprite drawing, Collision detection, and Array arithmetic routines.

Another feature of Powerbobs is the ability to have all 64 amal channels running under interrupt on a machine with a 68020 or higher processor.

NOTE: Soma Software strongly advise you NOT to use any arrays (Pbob or normal AMOS) during the main loop of your games. This is due to the inefficiency of the array handling routines within AMOS. Also, it's best to kick Amal into touch when programming games, it is supposed to be lightning fast, but in fact, 9 times out of 10, it's slower than a well constructed AMOS routine when compiled. We will explain why this is in more a depth in a future article.

Below are a series of comparisons between ordinary AMOS and the new Powerbob commands. Tests are carried out on a screen with the following dimensions; Lowres 320 x 240 with 8 colours. Processor time used is measured in scanlines. A 50th of a second (Wait vbl) consists of 312 scanlines, once you overstep this limit, your screen update begins to jitter.

Sound familiar? Test 1: Move 24 16x16 pixel bobs (NO Amal!), replace mode is on. AMOS used 207 scanlines Powerbobs used 137 scanlines. A saving of 70 scanlines. Test 2: As Test 1, but replace mode is off AMOS used 126 scanlines Powerbobs used 85 scanlines. A saving of 41 scanlines which is enough processor time to update far more objects than was ever possible before. Test 3: Compare AMOS object collision (bob col) to Powerbobs object collision (Pbob Fascol). Each instruction is executed 20 times AMOS used 31 scanlines Powerbobs used just 18 scanlines. As you can see from the results, Pbobs is a very powerful extension. The author, Manuel Andre has thoughtfully provided AMOS users with a "try before you buy" option. I mentioned last month where you can obtain the demo version of Pbobs. However if you haven't been able to obtain a copy, Manuel has asked us to distribute the demo version for him in the UK. Please send a Stamped addressed jiffy bag and a blank disk to:- Alan Benson, Soma Software, 176 Haslewood Drive, Leeds, W Yorks, LS9 7RE I will speedily send you a demo version along with some info regarding AMOS and AMOS clubs.. Manuel is an honest programmer who really needs the support of the AMOS community, after all he is supporting you by writing these extensions, isn't he? When we registered our Pbobs, it took about 14 days for it to arrive. That's quite good going for international mail!. Well that's all folks, If you wish to contact us you can do so by sending mail to the above address (Leeds, not Belguim!!!). Join us next month when we will be offering advice on which AMOS commands NOT to use. Until then, Keep on SOMA-ing. Overall mark for Powerbobs : 94% - AMOS Bobs can now retire!



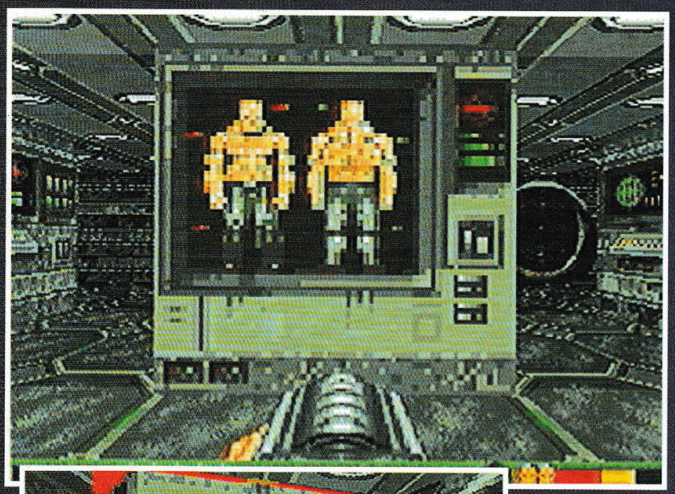
GLOOM DE

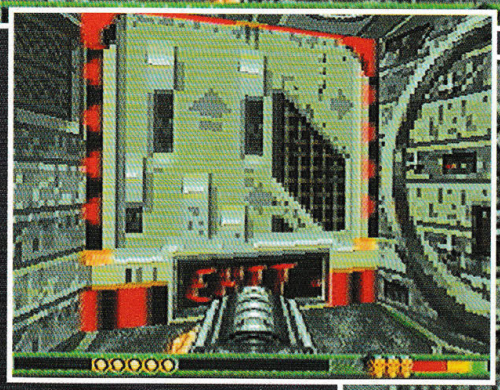
Remember Gloom? Sure you do, it was one of several Doom clones that appeared not so long ago on the Amiga, well it's another case of bigger and better, the Deluxe version is here.

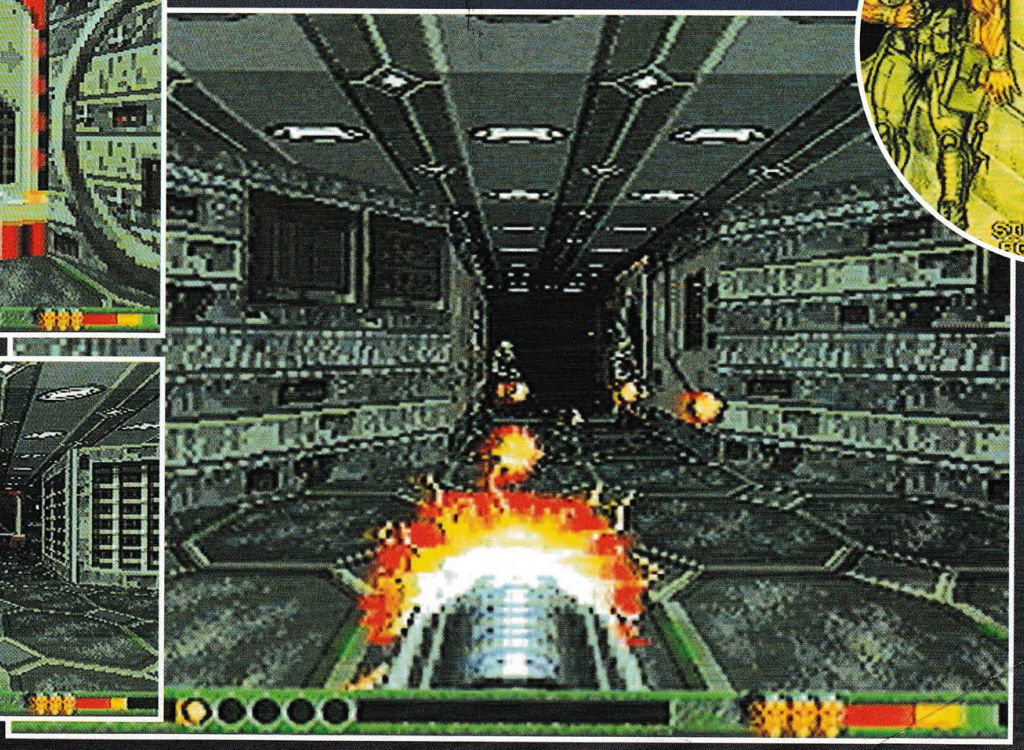
As you probably know by now from last issues cover disc, this new improved Gloom game really is quite something. The original gloom wasn't bad at all. Infact it was very very good. It was reviewed in the first ever Maverick edition of The One Amiga. What did it score, an amazing 90%. Here's a bit of what we said about the original Gloom. "My first impressions of Gloom weren't very good as the cynic in me thought that the Amiga just couldn't pull of this style of game. The play window is initially small but by messing with the options it is possible to make the window much larger. Other options allow resolution changes etc. which can be customised until the game runs at the desired speed/smoothness.

The emphasis of the game is on action, and there is plenty of it. Just when you thought things had quietened down you'll stumble on a switch which will unleash a horde of psycho skinheads or rampaging robots, all of which want your spleen for their tea.

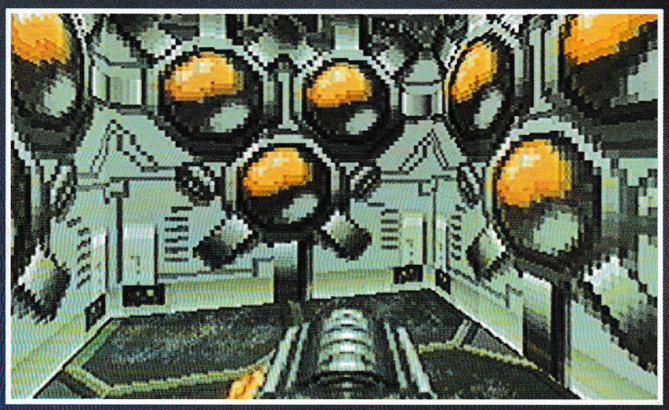
The only disappointing thing I can think of is that there is a distinct lack of weapons. Only one gun can be carried at a time and this can be powered up by picking up certain icons. The guns get quite beefy but the ability to carry a massive arsenal and swap





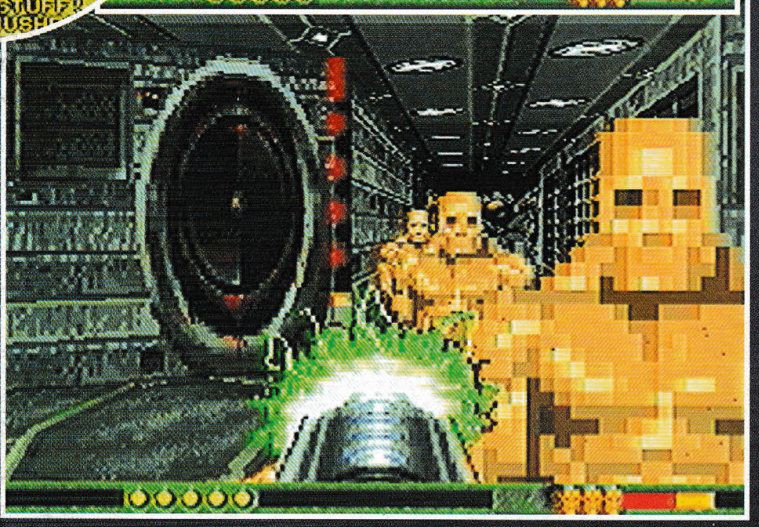


ELUXE



between shotguns, bazookas, et al is sadly missing. Also the ammo supply is infinite and so accuracy isn't important. There could have been tense moments late on in the game when fighting hard monsters with little ammo but no.

Anyone expecting Doom has another thing coming - this is a completely different game and has many original touches and the only similarities between the two are the presentation, the level of extreme violence and the fact that they are both bloody brilliant. Buy it now and get ready to wade knee deep in guts and entrails." 90% and a glowing review like that says it all.



THE VERDICT

Gloom Deluxe though really is very good indeed, it is a different prospect all round. When I first turned it on I found instantly that from the very start the challenge was indeed new and improved. So what are all these new bits and pieces that make this game Gloom Deluxe and not just Gloom? Firstly and probably most importantly there are three new stages with all new graphics! au er! There is the Spacehulk 2 level, The Aztec level and the Egyptian level. As well as all this there are a few extra technical bits and pieces that all help make it a better game. I'll bore you with some details. To start with there is a new and improved graphics engine which supports "1*1, 1*2, 2*1, 2*2 and 4*4 pixel resolutions and is ECS, AGA, GFX board and i-Glasses compatible". Well what the first part of this means is that you have even more options to use in order to make the game run as smoothly as possible with as bigger screen size as possible. By turning the resolution down you will find that you can get a very smooth game with the screen on full size. Obviously the graphics will suffer a bit but it certainly isn't unplayable. As for all the rest it's all flash gear that most of us don't own! On top of this it is possible to play this version on a workbench screen so you can "multitask", lucky you! There is also improved modem support so you have even more modem options to play distant friends and relatives. It's all well worth getting your hands on as hopefully you discovered with the stunning cover disc from the last issue.

A1200

Publisher : Guildhall
Developer : Black Magic

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Hard Disk Installable

Mouse and Joystick

Memory 2MB | Disks 3

GRAPHICS 91%

SOUND 90%

PLAYABILITY 92%

LASTABILITY 91%

OVERALL 91%

CD32

A500 / 600

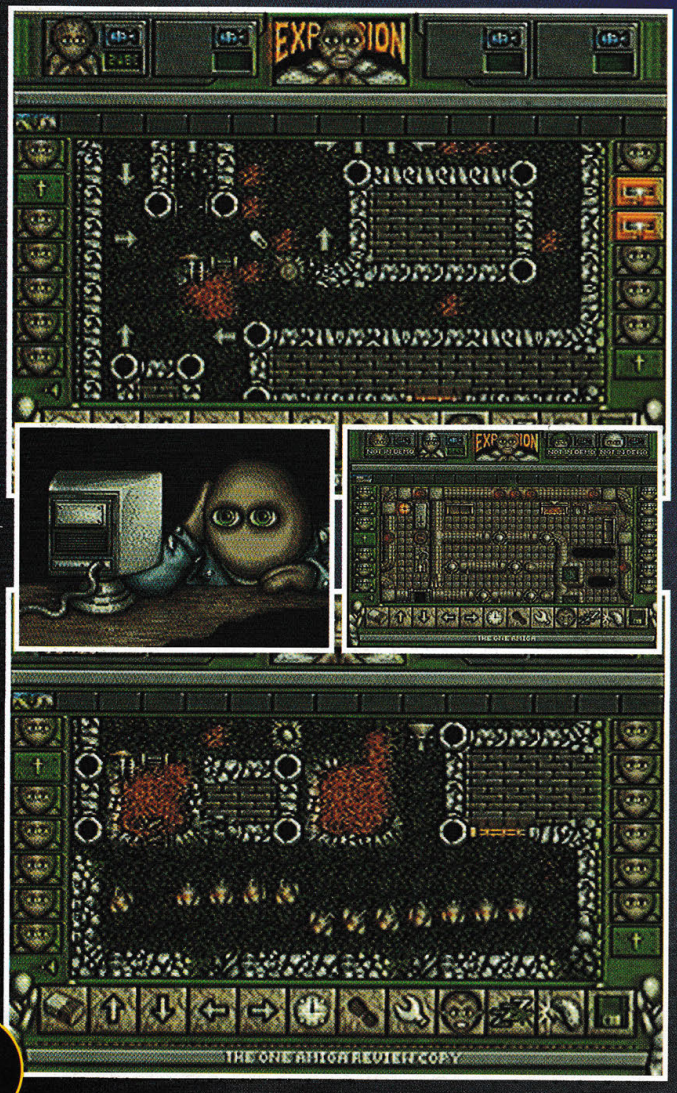
There ought to be a CD32 version coming soon, as there was of the original

Strictly AGA machines only, sorry.

TIMEKEEPERS EXPANSION DISK

Wasn't it good? Oh yes it was, if you didn't get it then you wouldn't know just how good it was, well now it's tougher than ever and bigger with the new expansion disc.

Well it scored a massive 89% and it was well deserved. This was the ultimate puzzle game set in four different time zones on earth. You had to work your way through the levels getting your men to the exit and then collect the four pieces of the bomb in order to assemble them. This new expansion disc comes with the caption "only for the seriously troubled", and by 'eck! It really means it. There are some slight graphical enhancements but the real improvement comes in the difficulty. The sixty extra levels are simply superb. Well I think they are, I have yet to extricate myself from all sorts of messes in the earlier levels, but if they are any thing to go by then the later levels will be brilliant. If you already have this game then the expansion disc is quite simply a must, if however you don't already have the game then quite simply get it. On the opposite page you may well have noticed a readers offer to buy both the original game and the expansion disc, don't hesitate, do it now.



THE VERDICT

What can you say? Timekeepers is simply a modern classic on the Amiga, it is both original and innovative, the gameplay will keep you going for hours and the well designed simple graphics have a certain allure that only Vulcan Software games seem to have. This is also true of the wonderful sound effects, what else would you expect from the people that brought you the Valhalla series of Amiga speech games, and who can wait for the next one due out soon. It's a bit difficult to give an expansion disc a score in a standard review way, as so much of it is obviously down to the original game. In this case though you can see that the graphics are slightly improved, the sound is just as good as it ever was, and both the playability and lastability have been improved even beyond their earlier dizzy heights.

A1200

Publisher : Guildhall
Developer : Black Magic

£29.99 Out Now

Hard Disk Installable

Mouse and Joystick

Memory 2MB | Disks 3

GRAPHICS 88%

SOUND 87%

PLAYABILITY 91%

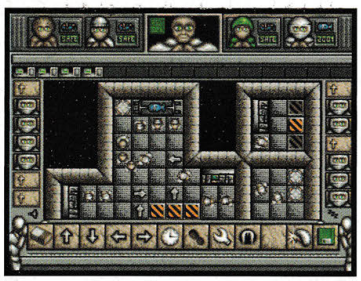
LASTABILITY 91%

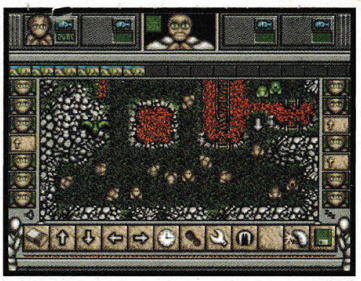
OVERALL 90%

A500 / 600 — There won't be an AGA specific version, but this EGA on works fine

CD32 — Nope. Sorry.

Timekeepers , the game that scored 89% in The One Amiga is now bigger and better with the arrival of the sixty level expansion disc. Seriously big and seriously hard, this is a game only for the "seriously troubled". We are offering you the chance to buy the original game or the expansion disk or both. You will need the original to run the expansion





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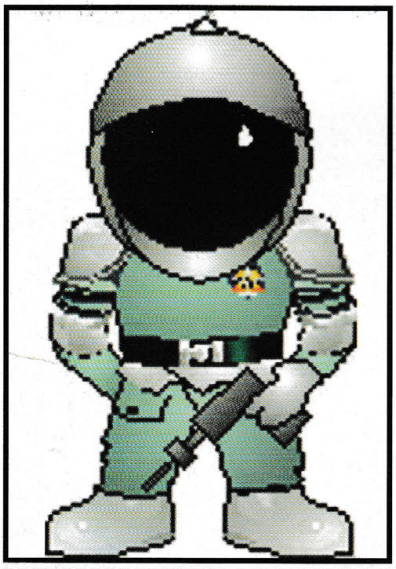
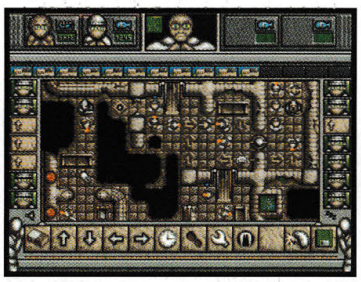
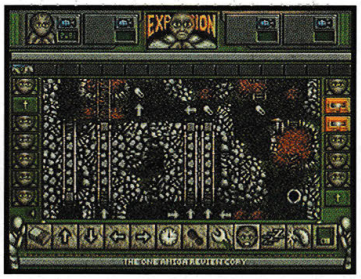

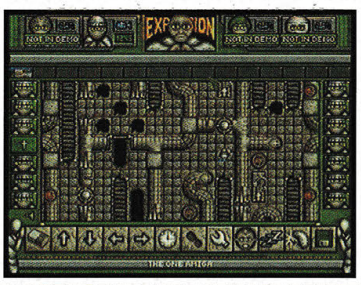

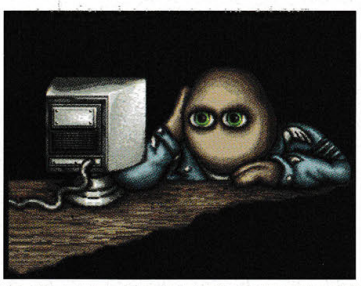

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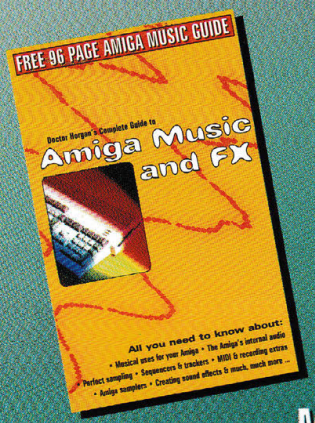

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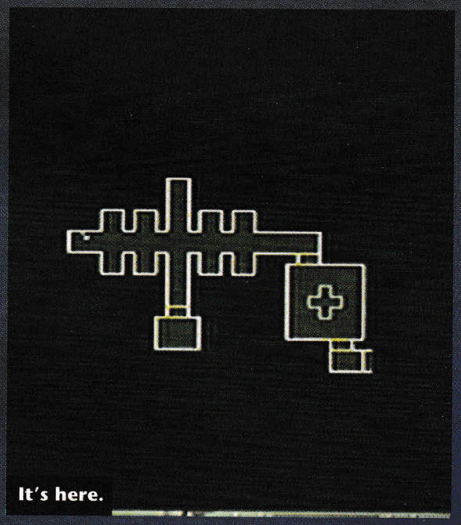
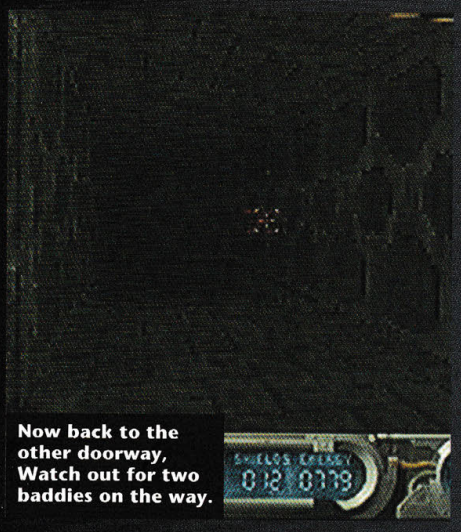
BREAT

Well here it is and I hope it was worth the wait. The second part of the guide to the first level of that simply superb game Breathless. It really is very good indeed, and this little guide should take you through with no problem at all. Now where were we?

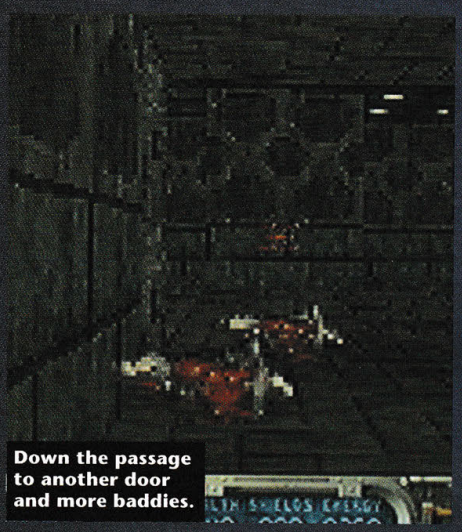
Head up the corridor and turn this red thingy green using the space bar.



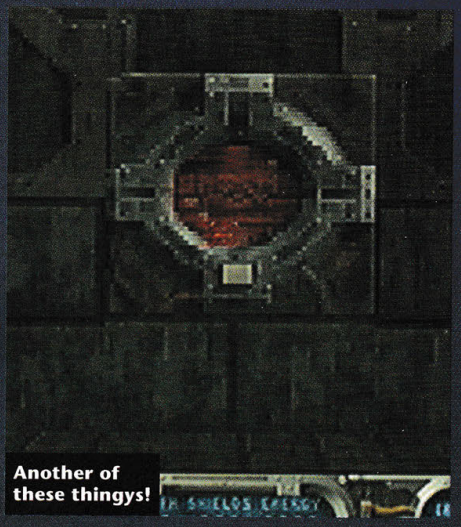
It's here.



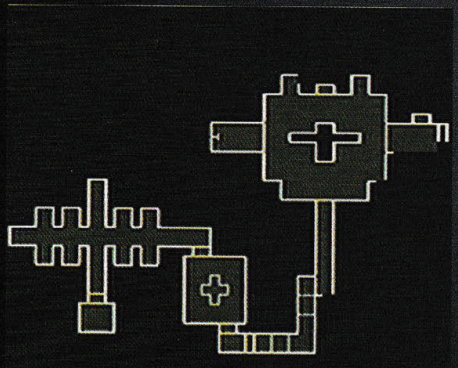
Now back to the other doorway, Watch out for two baddies on the way.



Down the passage to another door and more baddies.

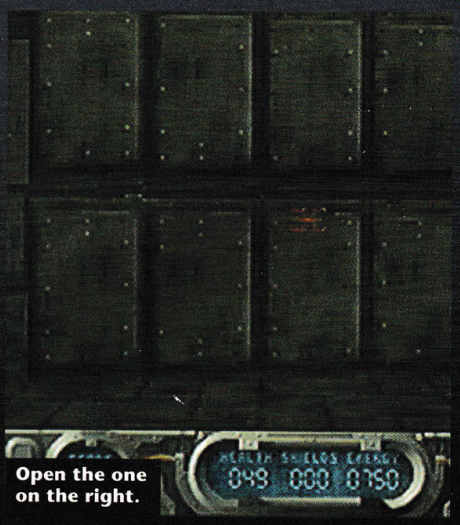


Another of these thingys!



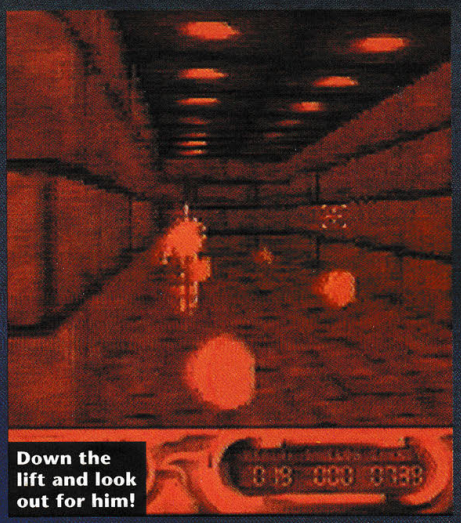
It's here.

This is a terminal to buy stuff, don't do it yet.

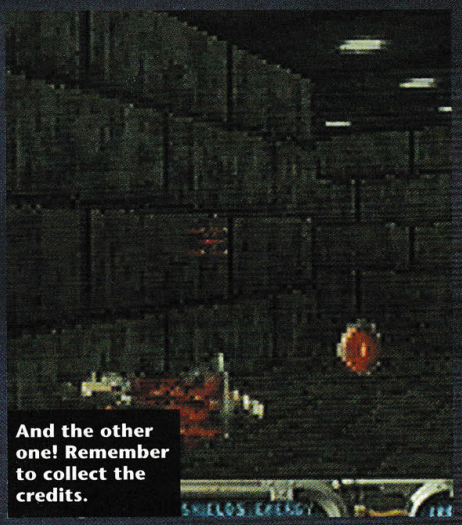


Open the one on the right.

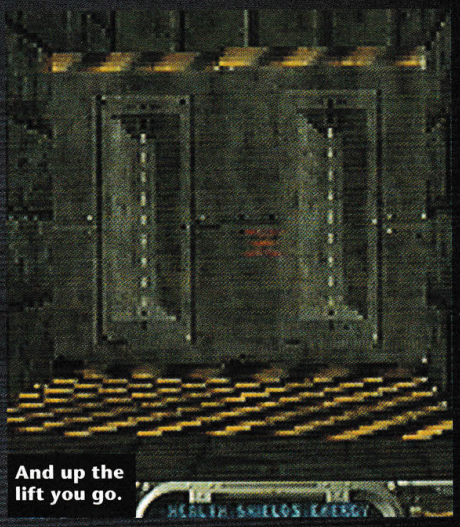
'HLESS



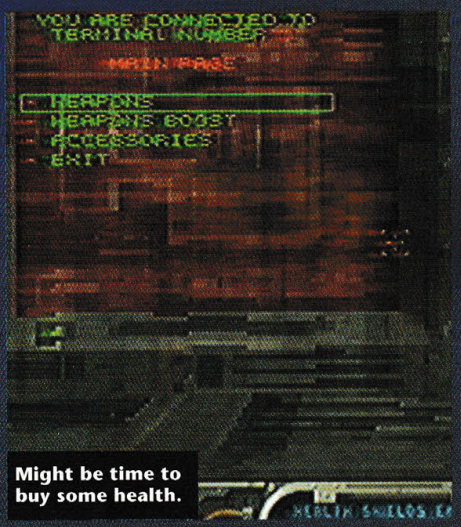
Down the lift and look out for him!



And the other one! Remember to collect the credits.

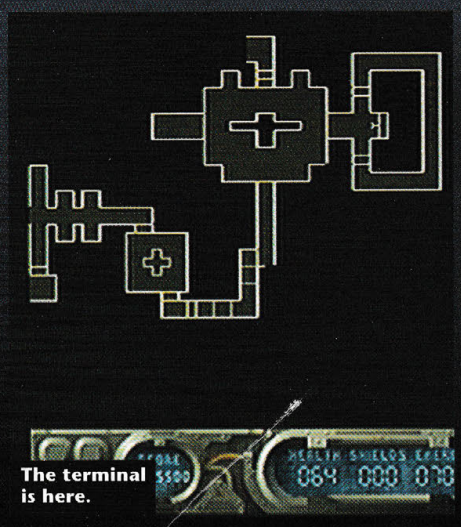


And up the lift you go.

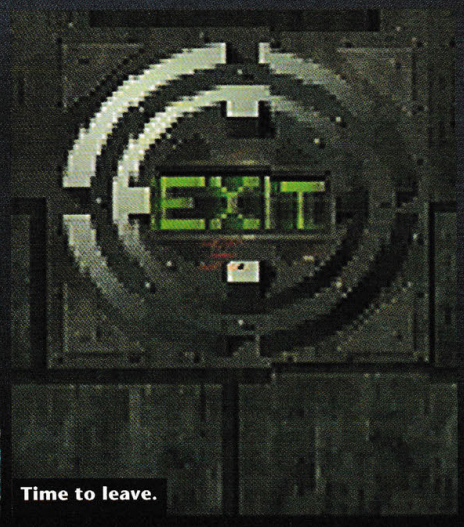


Might be time to buy some health.

You can't afford any weapons yet.



The terminal is here.



Time to leave.

Here's where the exit is!

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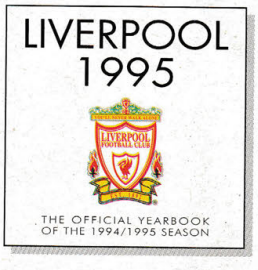

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